Sorcerous Origin

Different sorcerers claim different origins for their innate magic. Although many variations have been established, new and strange origins have begun to manifest.

Card Master

Your innate magic comes from the magic of tarot cards. Some inherited it or were taught at a young age, some trained themselves later in life, select few were gifted the power after years of experience with tarot cards. This connection with the cards gifts abilities in the arcane as well as adept card handling and minor divination.

Tarot Cards

When you choose this origin at 1st level, your spellcasting is channeled solely through your cards. You gain a magical deck of endless blank tarot cards that is completely concealed under your clothing and may summon cards from the deck into your hands or fingers freely. You use this deck as a spellcasting focus, and it becomes inert when used by anyone else. You also gain proficiency in Sleight of Hand or Performance if you didn't already, as well as playing card sets. After training you learn to fling the cards as weapons dealing 1d4 piercing damage within a range of 20 and 60 feet. You are proficient with your cards. At 14th level, the card's damage increases to a d8.

Your bond with these cards grants you the ability to cast magic through them. Whenever you cast a spell of first level or higher with a range other than self, it becomes infused into a tarot card you are holding until the end your turn, expending a spell slot as though you cast the spell normally. This incurs a visual or physical effect on the card at the DM's discretion. Spell with a range of touch requires the card to be laid flat onto the target. A spell-infused card can be triggered in your hand freely. You may then take a bonus action to attack with the card.

When throwing a spell-infused card, if you are making a ranged spell attack you can choose to either roll as a weapon attack for the card or a spell attack, dealing the card's damage and triggering the spell. Otherwise, you make a weapon attack dealing the card's damage and triggering the spell with a automatic hit on a direct hit.

At 14th level, your control of the cards grows. You may now detonate a spell-infused card mid-air, which centers the spell or sets the point of origin at that location and consumes the card. Weapon attacks with your cards now count as magical for the purpose of overcoming resistances and immunities.

Loaded Dice

At 1st level, the power of the cards allow you to twist fate. You may re-roll any dice roll, and you must use the new roll. You can use this feature a number of times equal to your charisma modifier (minimum of 1). You regain all uses of this feature whenever you finish a long rest.

Wild Cards

At 6th level, you learn to imbue spectral magic into your tarot cards. As a bonus action you may expend a spell slot to instill spectral energy into a held card with no spell attached. When thrown, they fly straight for 90 feet passing through anything in their path. Anything hit will take 2d6 necrotic damage plus your Charisma modifier. The distance traveled increases by 10 ft and damage increases by 1d6 for each level above 1st of the spell slot expended. The number of cards affected increases by one for each level above 1st of the spell slot expended to maximum of three cards.

Additionally, the tarot cards now have unique, bizarre, and incomprehensible symbols and patterns on each of them. You gain advantage on any Charisma checks made with your tarot cards.

Stacked Deck

At 6th level, your fingers become more nimble and skillful at card handling, stacking the deck in your favor. You can now attack twice, instead of once, when you take the Attack action on your turn. Every fourth attack you hit per encounter now deals an additional damage dice added to the modifier. You may spend 2 sorcery points on your first turn of an encounter to start with this attack buff.

Additionally, your proficiency bonus is doubled for Sleight of Hand or Performance checks, whichever you chose at 1st level.

Pick a Card

At 14th level, the symbols the tarot card becomes less chaotic. Similar images and symbols appear in patterns of four similar to a deck of cards. You may now attempt to use your tarot cards for divination. You begin a ritual lasting 5 minutes focusing your tarot magic becoming surrounded in a flurry of cards, and then ask one question. One card will then appear directly in front of you to answer, and only you can see it. You roll percentile and the DM decides the chances of each card appearing.

- A gold card reading “Sunlight” indicates a positive answer.
- A blue card reading “Ocean” indicates a neutral answer
- A red card reading “Hellfire” indicates a negative answer.
- A normal tarot card indicates a failure in the ritual.

Additionally, as a bonus action, you may expend a spell slot to empower a normal tarot card into the special tarot cards, that each have the following effects.

- **Ocean:** The might of the ocean crashes into your target and surges power back to you. If it hits a creature, you deal an additional 1d6 damage per level of the spell slot expended and regain sorcery points equivalent to the value of the expended spell slot up to maximum of 7.
- **Hellfire:** The hellfire spreads from your target and burns all around them. If it hits a creature, you deal an additional 1d4 damage per level of the spell slot expended to all creatures within 5 feet of the target and also halve their movement speed until the start of your next turn.
- **Sunlight:** The radiance of the sun overwhelms your target. If it hits a creature, it is stunned until the end of the round.

Destiny

At 18th level, ...WIP